

Magnopteran [Mp--]

(the name means “Great (or Royal) Flying Creature” I’m not sure it really suits the concept, but it’s a historical name which may hold meaning to some older players so I’m not messing with it).

Flavor: An insectoid-race, members of which start as similar larvae and grow up to a variety of adults, each adult form serving a different purpose in their hive society. The worship “the Hive Mind” which gives different abilities to different sorts of adults and are not allowed other (normal) gods.

[Formacids will also be allowed to join the Hive Mind; but in their case it’s a choice.]

Practical: You start the game as a Larva; a frail, but fast moving worm/grub. At XL 15 you mature into a random adult. Unlike Draconians, the differences between these adults are HUGE, having advantage for vastly different playstyles.

Larva:

Apt:

Mp: Fighting: -1, Short: -1, Long: -1, Axes: -1, Maces: -1, Polearms: -1, Staves: -1, Slings: -1, Bows: -1, Xbows: -2, Throw: -2, Armour: -2, Dodge: 2, Stealth: 5, Shields: -1, UC: 0, Splcast: -3, Hexes: -1, Charms: -1, Summ: -1, Nec: -1, Tloc: -1, Tmut: -1, Fire: -1, Ice: -1, Air: -1, Earth: -1, Poison: -1, Inv: 1, Evo: 0, Exp: 2!, HP: -3, MP: 0

Stats:

6 STR/6 INT/10 DEX (compared to humans 8/8/8).

God Abilities:

[Active (a)bilities unique to this form; use invo and may use Piety.]

- **Cry for Help** - The helpless larva is in danger; may a warrior rise up to protect it? (Medium Piety, summons a Meliai or Coleopteran adult to help in battle.)

Weirdness/Mutations:

- You cover ground very quickly. (0.8 aut move delay).
- You have a misshapen body and get reduced AC from body armour.
- You are small (kobold-size).

Myrmarch:

Also known as Spore-Minders, Myrmarches hex the animal prey of Magnopteran colonies. They are masters of various hex-techniques and accomplished stabbers on their own. Flavorwise they have similar anatomy to Praying Mantises.

Apt:

Mp: Fighting: 0, Short: 0, Long: 0, Axes: -1, Maces: -1, Polearms: -1, Staves: -1, Slings: -1, Bows: -1, Xbows: -2, Throw: -1, Armour: -1, Dodge: 2, Stealth: 3, Shields: -1, UC: 0, Splcast: 2, Hexes: 3, Charms: 1, Summ: -1, Nec: -1, Tloc: 0, Tmut: 0, Fire: -1, Ice: -1, Air: -1, Earth: -1, Poison: 1, Inv: 1, Evo: 0, Exp: -1, HP: -1, MP: 1

Stats:

+3 Int/+3 Dex upon changing into this form.

God Abilities:

- **Brain Feed** - Smite Targeted antimagic; checks HD vs. Invo; temporarily increase own intelligence if successful. 3 MP, No Piety.
- **Spore Blast** - Fireball targeted explosion that confuses things caught in it. 4 MP, Small Piety.
- **Enslave Natural** - Checks HD (not MR); permanent enslavement if successful, 6 MP, medium piety.
- **Hex-Binding** - (Passive) - Spells that apply debuffs are permanent when used by a Myrmarch.

Weirdness/Mutations:

- Antennae 3.

Lepidopteran:

The butterfly-winged magical core of the colonies; lepidopterans channel the elements in order to protect colonies from magical threats and control the weather to lead to bountiful harvests.

Apt:

Mp: Fighting: -1, Short: -1, Long: -1, Axes: -1, Maces: -1, Polearms: -1, Staves: -1, Slings: -1, Bows: -1, Xbows: -2, Throw: -2, Armour: -1, Dodge: 2, Stealth: 1, Shields: -1, UC: 0, Splcast: 3, Hexes: 1, Charms: 1, Summ: 1, Nec: 1, Tloc: 2, Tmut: -1, Fire: 2, Ice: 2, Air: 3, Earth: 2, Poison: 2, Inv: 1, Evo: 0, Exp: -1, HP: -2, MP: 3

Stats:

+6 Int upon changing into this form.

God Abilities:

- **Elemental Flux** - Give yourself a temporary buff that deals random fire/ice/electric damage after any successful attack spell (such as fireball). (Small Piety, 5 MP).
- **Elemental Guard** - You have a chance of applying an extra pip of an elemental resistance based on your skill with the associated magic. (Passive).
- **Berserk Other** - You are related to moths of wrath! Call upon your ancestry to berserk allies and frenzy foes (must pass an HD check to invoke frenzy). (Small Piety, 3 MP).
- **Chaos Butterfly** - All allies and enemies on the field switch places randomly. Random clouds are placed around the field; with High Invo this can deal massive damage to (via Clouds) and confuse enemies. (Large piety, 8MP).

Weirdness/Mutations:

- Your Mana Regenerates very quickly.
- Your butterfly wings allow for permanent flight.
- Evocable Blink 1.

Meliai:

Brutal creatures of war; meliai use venomous and electric attacks on top of weapons and physical violence to attack. Flavor-Anatomy-wise these are Wasps.

Apt:

Mp: Fighting: 2, Short: 1, Long: 2, Axes: 2, Maces: 2, Polearms: 2, Staves: 1, Slings: 1, Bows: 1, Xbows: 1, Throw: 0, Armour: 2, Dodge: 2, Stealth: 1, Shields: 1, UC: 0, Splcast: -3, Hexes: -1, Charms: -1, Summ: -1, Nec: -1, Tloc: 2, Tmut: 0, Fire: -1, Ice: -1, Air: 1, Earth: -1, Poison: 2, Inv: 1, Evo: 0, Exp: -1, HP: 0, MP: 0

Stats:

+3 Str/+3 Dex upon changing into this form.

God Abilities:

- **Fell Stinger** - Imbues your stinger auxiliary with paralyzing toxin. Targets without rPois may be paralyzed on melee hit for brief duration. (Small Piety, 4 MP).
- **Smiting** - Plain old smiting. (Small Piety, 4 MP).
- **Blink Bolt** - You turn yourself into living lightning and blink to a specific place, zapping everything with electricity along the way. For a period after you are given a buff/debuff, which changes your Venom-Auxiliary into an electric auxiliary and forbids using this ability again until it wears off. (Medium Piety, 8MP)

Weirdness/Mutations:

- **Fast-Movement 1.**
- **Thick Carapace 1** - +4 AC.
- **Stinger** - Venom-branded Auxiliary attack.
- **Small Size**
- **Perma-Flight**

Apisian:

The happy, healthy workers of Magnopteran hives; Apisians are skilled at creating potions and food from the environment; pollinating flowers, collecting herbs, etc. Anatomically, these guys resemble bumblebees. They are fairly average at everything, but as the food collectors of the hive; they can use digestive acids to their advantage and find more food and useful potions.

Apt:

Mp: Fighting: 0, Short: 0, Long: 0, Axes: 0, Maces: 0, Polearms: 0, Staves: 0, Slings: 0, Bows: 0, Xbows: -1, Throw: -1, Armour: 1, Dodge: 2, Stealth: 2, Shields: 0, UC: 0, Splcast: -1, Hexes: 0, Charms: 0, Summ: 0, Nec: -1, Tloc: 0, Tmut: 0, Fire: -1, Ice: -1, Air: -1, Earth: -1, Poison: -1, Inv: 1, Evo: 0, Exp: -1, HP: -1, MP: 0

Stats:

+2 Str/+2 Int/+2 Dex upon changing into this form.

God Abilities:

- **Herb Collection** - (God Gift) - Occasionally (about 1-2 times per floor) you get a choice of useful potions that you apparently can craft from herbs. (Based on exploration)
- **Honey Rations** - (God Gift) - You gain lots of extra rations; supposedly from gathering pollen/nectar and making honey. (Based on exploration)
- **Caustic Spray** - (Small Piety, 4 MP) - Cone targeted spray of medium damaging acid.
- **Beeswax Construction** - (Medium Piety, 2 MP per target) - Construct (a) wall(s) out of beeswax. Walls of this style can be silently knocked down by you; but are unaffected by enemies. Piety cost paid once; 2MP per wall made.

Weirdness/Mutations:

- **Fur III** - AC +3, rC+
- **Spiny II**
- **Regen I**
- **Acidic Bite** - Acid-branded auxiliary.

Coleopteran:

Massive hulking defenders that protect Magnopteran colonies; but don't go anywhere very quickly. Anatomically resemble Hercules Beetles.

Apt:

Mp: Fighting: 2, Short: 0, Long: 1, Axes: 1, Maces: 2, Polearms: 0, Staves: -1, Slings: -1, Bows: 1, Xbows: 1, Throw: 1, Armour: 3, Dodge: 2, Stealth: 1, Shields: 2, UC: 0, Splcast: -3, Hexes: -1, Charms: -1, Summ: -1, Nec: -1, Tloc: -1, Tmut: -1, Fire: -1, Ice: -1, Air: -1, Earth: 1, Poison: -1, Inv: 1, Evo: 0, Exp: -1, HP: 5, MP: 0

Stats:

+6 Str upon changing into this form.

God Abilities:

- **Rollout** - Remember boulder beetles? You do that. You curl into a ball and are propelled by divine force at great speed, dealing massive melee damage to the first thing you hit; or self damage if you hit a wall. (Small Piety, 4 MP)
- **Corpse Armour** - You stick the corpses of those you've recently slain to your body to intimidate foes and increase your defenses. (Cause fear; bonus 3-4 AC per corpse in LoS destroys these corpses; cannot be used without at least two corpses in LoS; spellpower of the Cause Fear and duration of the corpse buff depend on Invo). (Medium Piety, 6 MP)
- **Throw Other** - You pick up and throw an enemy at another enemy. Can only work on enemies average size and smaller. Uses Fighting instead of Invocations (Small Piety, 3 MP)

Weirdness/Mutations:

- **Large Size** - Same as Trolls/Ogres.
- **Slow Movement II**
- **Thick Carapace III** - +12 AC
- **Evokable Flight**

Magnopteran Queen:

The “head” of the society. Queens are mostly notable for their ability to breed and their synergy with protective wards and summons. When venturing through the dungeon, a queen effectively becomes a traveling hive; having large amounts of permanent allies. The queen herself is a singularly huge insect carrying around many eggs.

Apt:

Mp: Fighting: -1, Short: -1, Long: -1, Axes: -1, Maces: -1, Polearms: -1, Staves: -1, Slings: -1, Bows: -1, Xbows: -2, Throw: -2, Armour: 1, Dodge: 2, Stealth: 3, Shields: 1, UC: 0, Splcast: 1, Hexes: -1, Charms: 2, Summ: 2, Nec: 1, Tloc: -1, Tmut: -1, Fire: 0, Ice: 0, Air: 0, Earth: 0, Poison: 0, Inv: 1, Evo: 0, Exp: -1, HP: 1, MP: 0

Stats:

+3 Str/+3 Int upon changing into this form.

God Abilities:

- **Spawn Larva** - Create a new permanent ally. It will mature into a random (non-queen) adult if it survives long enough. (4 MP, Small Piety)
- **Ward Sharing** - The next self-buffing (charms) spell you cast is applied to all allies. (3 MP, Small Piety)
- **Battlecry** - Might all allies in LoS. (6 MP, Medium Piety)
- **Experience Sharing** - Passive - All allies get half XP from each other's kills.
- **Abjuration Ward** - Toggleable Passive - Protect allies from harm (including summoned allies from Abjuration) with your MP (Shared Spirit Shield).
- **God Save the Queen** - Good-god-like life-saving.

Weirdness/Mutations:

- **Large Size** - Same as Trolls/Ogres.
- **Slow Movement II**
- **Evokable Flight**

The Hive Mind

Flavor: All insects (in crawl universe) belong to one great hive. They all serve each other's best interests and boost each other's intelligence.

Hive Mind gives differing powers depending on the worshipper; the following are the GLOBAL offerings.

Passives:

- [Start] - All Insects (NOT SPIDERS) turn passive.
- [Start] - All Insects (NOT SPIDERS) are protected from being hit by your spells and ranged attacks.
- ** - **Insect Precision** - As the exact quick movements of the praying mantis quickly dispatch the wildest of prey, so can your precise movements take down your foes. All stabs are Dagger Tier, regardless of weapon used.
- **** - **Wisdom of the Hive** - Your Intelligence is boosted based on the number of insects in LoS.

Active:

- ***** - **Hive Assault** - (Panic Button) - Enemies in your LoS are assaulted telepathically by thousands of insect minds in an effort to save you; mass paralysis. Duration depends on Invocations. (Large Piety, 9 MP)